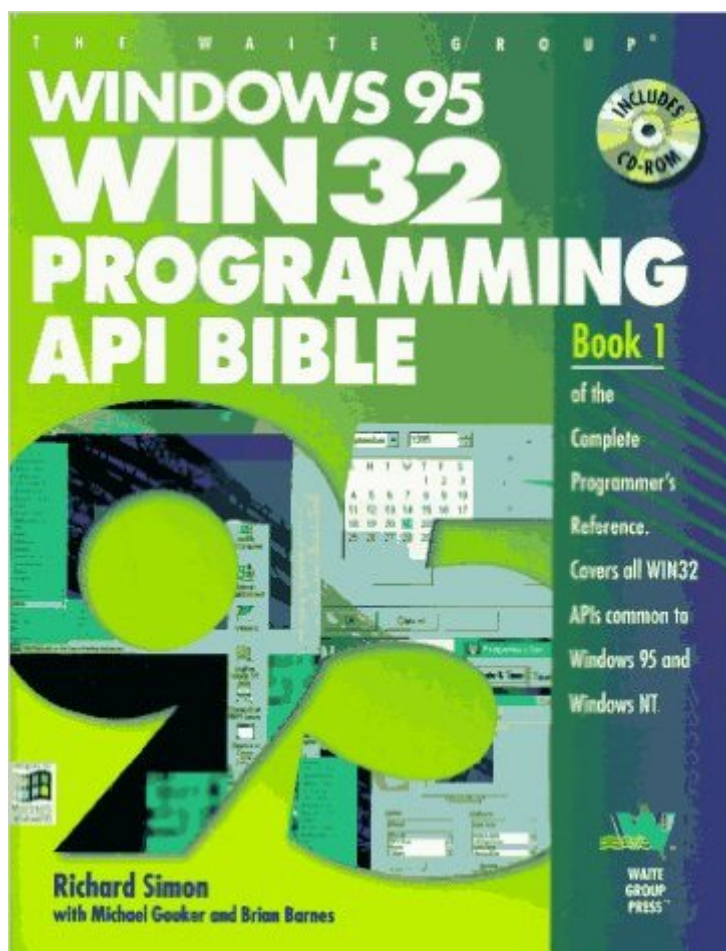


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Windows 95 WIN32 Programming API Bible With CDROM (Complete Programmer's Reference)



Synopsis

Need to get up to speed on all the Windows 95 APIs? Windows 95 Win 32 Programming API Bible provides seasoned C and C++ programmers with a definitive reference to the 32-bit calls supported in Windows 95. This comprehensive encyclopedia organizes APIs by program functionality so you can evaluate every API function available for a specific task and avoid hours of hunting through alphabetical API listings. Real-life programming examples written specifically for Windows 95 show you the nuances of manipulating bitmaps, icons, metafiles, memory management, GDI, message processing, dialog boxes, image processing, and much more. Chapter overviews of functions presented and tutorials enhance your understanding of programming topics covered, even complex concepts such as multimedia project development, data decompression, multiple document interface, communication functions, and the DDE management library. Extensive index makes it easy to find information about the specific APIs

Book Information

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Customer Reviews

I have bought the 3 books which form the API Bible series - all of them very worthwhile, especially the Common Controls and Messages book. It mentions every Windows Message you are likely to encounter, and also how to code the common Windows controls. The examples, although in C, are easy enough to translate. I program with PowerBASIC, and the Bible series is invaluable to my work.

This book is simply brilliant! It covers absolutely everything about basic Win32 GUI programming: from creating windows to thread synchronization. I'm new to Win32 programming, but found this book readable, with good explanations and examples, and it continues to be an excellent detailed reference. The CD which complements the book is also very good, offering updates to the book and code which can be used in your own programs. However, I do regret the lack of information about Common Controls, and a Message Reference, which are in the second book, 'The Windows Common Control and Messages API Bible', which explains why I only give four stars. Despite this, I would recommend both these books (and possibly the third for those interested in ODBC or Telephony) for any Win32 programmer, old or new. In one word, indispensable.

An excellent book only spoiled by numerous typographical errors in the text although you will find the source code on the companion CD to be largely correct. Although Windows 95 is nearing the end of its commercial lifespan this series of books is still valuable to anyone wanting to write backwardly compatible Windows 98 applications. Although the typographical errors in the source code in this book are fairly obvious, some errors in the 2nd Volume in this series (Windows 95: WIN32 Common Controls and Messages API Bible) are extremely misleading. For instance on page 677 it states that the EN_MAXTEXT message contains the identifier of the edit control in the low 16 bits of the wParam variable when it is actually in the high word of wParam. Another place it falsely states that the callback function used by the EM_STREAMIN returns nonzero to continue transferring data. However this series of books is still invaluable for anyone still writing in WIN32.

This book is invaluable. Though I am new to straight API programming, (I previously primarily used Delphi), this book was easy to understand yet, concise and powerful enough to get a decent application running surprisingly fast. However, as this is the first volume one of three, important topics such as control interaction are left to the later volumes. This book is worth every cent and likely a little more!

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